



# RANGER

NAME:	RACE:
ALIGNMENT:	LEVEL:
RANGER ARCHETYPE:	

## CLASS FEATURES

### ***Hit Points***

Hit Dice: 1d10 per ranger level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per ranger level after 1st

### ***Proficiencies***

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Dexterity

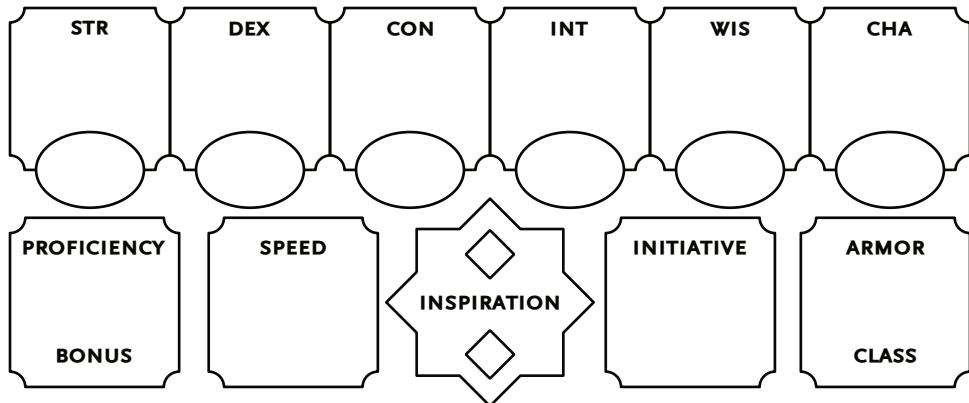
Skills: Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

### ***Equipment***

You start with the following equipment, in addition to the equipment granted by your background:

- (a) scale mail or (b) leather armor
- (a) two shortswords or (b) two simple melee weapons
- (a) a dungeoneer's pack or (b) an explorer's pack

A longbow and a quiver of 20 arrows



## **SAVING THROWS**

The image shows six identical, rounded rectangular tokens arranged in two rows of three. Each token has a small circular cutout on its left side. The tokens are labeled with the following text: STR, INT, DEX, WIS, CON, and CHA.

## **SENSES**

- PASSIVE WIS (PERCEPTION)
- PASSIVE INT (INVESTIGATION)
- PASSIVE WIS (INSIGHT)

# DEATH SAVES

SAVES

FAILS

## HIT POINTS

**Hit Dice:** 1d10 per ranger level

**Hit Points at 1<sup>st</sup> Level:** 10+ your Con. modifier

**Hit Points at Higher Levels:** 1d10 (or 6) + your Con. modifier per ranger level after 1<sup>st</sup>

CURRENT MAX TEMP

MAX

TEMP

**OTHER PROFICIENCIES  
& LANGUAGES**

**BACKGROUND**

**ATTACKS & SPELLCASTING**

NAME	ATK BONUS	DAMAGE/TYPE

**PERSONALITY TRAITS**

**IDEALS**

**BONDS**

**FLAWS**

**FEATURES & TRAITS**

**CHARACTER BACKSTORY**

**CHARACTER APPEARANCE**

**ALLIES & ORGANIZATIONS**

**GEAR & ARMOR**

ATTUNED

HEAD	<hr/>	<input type="radio"/>
AMULET	<hr/>	<input type="radio"/>
CLOAK	<hr/>	<input type="radio"/>
ARMOR	<hr/>	<input type="radio"/>
ARMS	<hr/>	<input type="radio"/>
RING	<hr/>	<input type="radio"/>
RING	<hr/>	<input type="radio"/>
BELT	<hr/>	<input type="radio"/>
BOOTS	<hr/>	<input type="radio"/>
SHIELD	<hr/>	<input type="radio"/>

**INVENTORY & TREASURE**

**INVENTORY & TREASURE**

## THE RANGER

LVL	PROF. BONUS	FEATURES	SPELLS KNOWN
1ST	+2	FAVORED ENEMY, NATURAL EXPLORER	—
2ND	+2	FIGHTER STYLE, SPELLCASTING	2
3RD	+2	RANGER ARCHETYPE, PRIMEVAL AWARENESS	3
4TH	+2	ABILITY SCORE IMPROVEMENT	3
5TH	+3	EXTRA ATTACK	4
6TH	+3	FAVORED ENEMY, NATURAL EXPLORER IMPROVEMENTS	4
7TH	+3	RANGER ARCHETYPE FEATURE	5
8TH	+3	ABILITY SCORE IMPROVEMENT, LAND'S SLIDE	5
9TH	+4	—	6
10TH	+4	NATURAL EXPLORER IMPROVEMENT, HIDE IN PLAIN SIGHT	6
11TH	+4	RANGER ARCHETYPE FEATURE	7
12TH	+4	ABILITY SCORE IMPROVEMENT	7
13TH	+5	—	8
14TH	+5	FAVORED ENEMY IMPROVEMENT, VANISH	8
15TH	+5	RANGER ARCHETYPE FEATURE	9
16TH	+5	ABILITY SCORE IMPROVEMENT	9
17TH	+6	—	10
18TH	+6	FERAL SENSES	10
19TH	+6	ABILITY SCORE IMPROVEMENT	11
20TH	+6	FOE SLAYER	11

**MODIFIER**

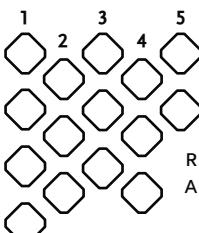
**SPELL ATK**

**SAVE DC**

*Spell save DC = 8 + your proficiency bonus + your Wisdom modifier*

*Spell attack modifier = your proficiency bonus + your Wisdom modifier*

**SPELL SLOTS PER SPELL LEVEL-----**



## SPELL LIST

<b>1ST LEVEL</b>	<b>2ND LEVEL</b>	<b>3RD LEVEL</b>
<input type="checkbox"/> Absorb Elements	<input type="checkbox"/> Animal Messenger	<input type="checkbox"/> Conjure Animals
<input type="checkbox"/> Alarm	<input type="checkbox"/> Barkskin	<input type="checkbox"/> Conjure Barrage
<input type="checkbox"/> Animal Friendship	<input type="checkbox"/> Beast Sense	<input type="checkbox"/> Daylight
<input type="checkbox"/> Beast Bond	<input type="checkbox"/> Cordon of Arrows	<input type="checkbox"/> Flame Arrows
<input type="checkbox"/> Cure Wounds	<input type="checkbox"/> Darkvision	<input type="checkbox"/> Lightning Arrow
<input type="checkbox"/> Detect Magic	<input type="checkbox"/> Find Traps	<input type="checkbox"/> Nondetection
<input type="checkbox"/> Detect Poison and Disease	<input type="checkbox"/> Lesser Restoration	<input type="checkbox"/> Plant Growth
<input type="checkbox"/> Ensnaring Strike	<input type="checkbox"/> Locate Animals or Plants	<input type="checkbox"/> Protection from Energy
<input type="checkbox"/> Fog Cloud	<input type="checkbox"/> Locate Object	<input type="checkbox"/> Speak with Plants
<input type="checkbox"/> Goodberry	<input type="checkbox"/> Pass Without Trace	<input type="checkbox"/> Water Breathing
<input type="checkbox"/> Hail of Thorns	<input type="checkbox"/> Protection from Poison	<input type="checkbox"/> Water Walk
<input type="checkbox"/> Hunter's Mark	<input type="checkbox"/> Silence	<input type="checkbox"/> Wind Wall
<input type="checkbox"/> Jump	<input type="checkbox"/> Spike Growth	
<input type="checkbox"/> Longstrider		<b>5TH LEVEL</b>
<input type="checkbox"/> Snare	<input type="checkbox"/> Conjure Woodland Beings	<input type="checkbox"/> Commune with Nature
<input type="checkbox"/> Speak with Animals	<input type="checkbox"/> Freedom of Movement	<input type="checkbox"/> Conjure Volley
<input type="checkbox"/> Sudden Awakening	<input type="checkbox"/> Grasping Vine	<input type="checkbox"/> Swift Quiver
<input type="checkbox"/> Wild Cunning	<input type="checkbox"/> Guardian of Nature	<input type="checkbox"/> Tree Stride
<input type="checkbox"/> Zephyr Strike	<input type="checkbox"/> Locate Creature	
	<input type="checkbox"/> Stoneskin	

### Favored Enemy

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

FAVORED ENEMY	LANGUAGE

## **Natural Explorer**

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You choose additional favored terrain types at 6th and 10th level.

## **Fighting Style**

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options.

You can't take a Fighting Style option more than once, even if you later get to choose again.

## **Archery**

You gain a +2 bonus to attack rolls you make with ranged weapons.

## **Defense**

While you are wearing armor, you gain a +1 bonus to AC.

## **Dueling**

When you are wielding a melee weapon in one hand and no other weapons, you gain

a +2 bonus to damage rolls with that weapon.

## **Two-Weapon Fighting**

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

## **Spellcasting**

By the time you reach 2nd level, you have learned to use the magical essence of nature to cast spells, much as a druid does. See Spells Rules for the general rules of spellcasting and the Spells Listing for the ranger spell list.

## **Spell Slots**

The Ranger table shows how many spell slots you have to cast your ranger spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell animal friendship and have a 1st-level and a 2nd-level spell slot available, you can cast animal friendship using either slot.

## **Spells Known of 1st Level and Higher**

You know two 1st-level spells of your choice from the ranger spell list.

The Spells Known column of the Ranger table shows when you learn more ranger spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the ranger spells you know and replace it with another spell from the ranger spell list, which also must be of a level for which you have spell slots.

## **Spellcasting Ability**

Wisdom is your spellcasting ability for your ranger spells, since your magic draws on your attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a ranger spell you cast and when making an attack roll with

one.

## Ranger Archetype

At 3rd level, you choose an archetype that you strive to emulate: the Hunter that is detailed at the end of the class description or one from another source. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

### Primeval Awareness

Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

### Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

### Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

### Land's Stride

Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

### Hide in Plain Sight

Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage.

Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

### Vanish

Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

### Feral Senses

At 18th level, you gain preternatural senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it.

You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

### Foe Slayer

At 20th level, you become an unparalleled hunter of your enemies. Once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make against one of your favored enemies. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

## ANIMAL COMPANIONS/FAMILIARS

### INFO

NAME \_\_\_\_\_

SPECIES \_\_\_\_\_

SIZE \_\_\_\_\_

CHALLENGE RATING \_\_\_\_\_

### STRENGTH

### DEXTERITY

### CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

ARMOR

SPEED

### SENSES

PASSIVE WIS (PERCEPTION)

PASSIVE INT (INVESTIGATION)

PASSIVE WIS (INSIGHT)

CLASS

### LANGUAGES

### SAVING THROWS

STR

INT

DEX

WIS

CON

CHA

### SKILLS

PROF	MOD	SKILL	BONUS
○	DEX	Acrobatics	_____
○	STR	Athletics	_____
○	WIS	Insight	_____
○	WIS	Perception	_____
○	CHA	Persuasion	_____
○	DEX	Stealth	_____

### DEATH SAVES

SAVES    FAILS

### HIT POINTS

**Hit Dice:** 1d8 per bard level

CURRENT

MAX

TEMP

**Hit Points at 1<sup>st</sup> Level:** 8+ your Con.

modifier

**Hit Points at Higher Levels:** 1d8 (or 5) +  
your Con. modifier per bard level after 1<sup>st</sup>

**ADDITIONAL NOTES**













